# "Roll Jordan Roll" 



Schoenberg, Belgium - December 17th, 1944
The Battle of the Bulge had begun the day before and the African-American members of the 333rd Field Artillery would soon find themselves squarely in the German axis of advance. Since arriving in theater the 333rd Field Artillery had gained an impressive reputation for quick and accurate firing. Now in the chaos of the Battle of the Bulge they would face their most difficult challenge. As the 106th collapsed, the German 18th Volksgrenadier Division surged forward with the aim of securing Schoenberg and then moving on to St. Vith. For the men of the Battery C...it was time for a desperate decision...stand and fight or try to escape towards St. Vith. As white capped figures began to appear in the woods...the time to decide had come.

VICTORY CONDITIONS: The Player with the highest combination of VP and CVP is the scenario winner. CVP is earned as normal. VP's are earned related to the three 155 ARTY's. The US Player gets 5 VP for each 155 ARTY Gun still in action at game end or 3 points for each 155 ARTY successfully exited off the south edge. The German player receives 5 VP for each 155ARTY Gun captured or 3 for each 155 ARTY Gun destroyed. Captured units received double CVP.

## Board Configuration:



Battery C, 333rd Field Artillery (ELR 4) (SAN 2) (Setup: on Board 19 per SSR 2)


Elements of 81st Engineer Battalion (ELR 2) (Setup: enter on Turn 1 as passengers through road Hex GG5 on Board 5)


## Special Rules/Notes:

1. EC are Ground Snow with no wind and falling snow. Falling snow is in effect every turn irrespective of the Wind Change DR.
2. Battery C sets up as follows. The $3 \times 155$ ARTY Guns must set up in open ground hexes within 2 hexes of the next gun in the battery. Each gun is crewed by $2 \times 2-2-7$ 's. The supporting trucks must set up at least 5 hexes from the nearest gun.
